Nintendo

GAME BOY COLOR

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DUKE NUKEM™

INSTRUCTION BOOKLET

3D REALMS

GT Interactive Software

ONLY FOR GAME BOY COLOR

T·O·R·U·S

3D REALMS

GT Interactive Software
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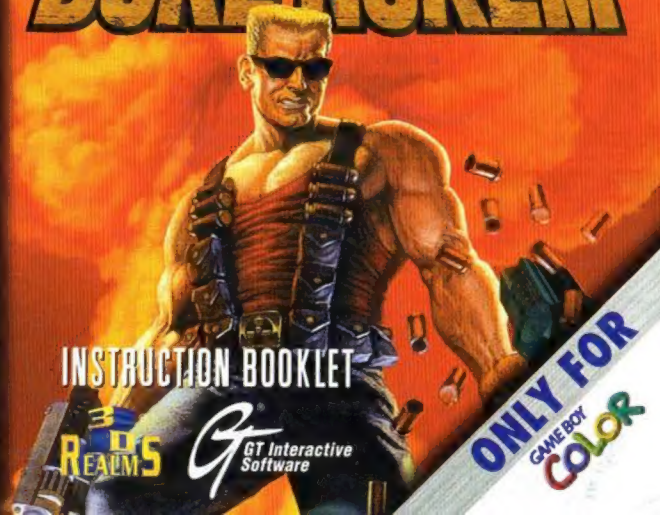
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Introduction

After saving the world numerous times, Duke finally achieved the celebrity status he so deserves. Movie contracts, book deals, prime-time interviews and action figure franchises catapulted Duke to the highest reaches of fame and fortune. At last, the awesome alien-killing phenomenon that is Duke Nukem has attained interplanetary fame.

And that's how the Zorgonites caught wind of him.

The Zorgonites, of course, are yet another evil alien race who have launched a galaxy-wide assault demanding nothing less than universal domination.

They plan to steal the smartest minds from all inhabited planets to power their new super-intelligent war machine. Forget the bodies attached to them... they just want the brains. Naturally, Duke's razor-sharp, steel-trap mind is at the top of their list.

The Zorgonites are about to find out what happens when you mess with a razor-sharp steel trap.

Overview

When the game begins, Duke has been abducted by the Zorgonites and locked up in a prison cell on a distant planet. He's got to bust out and fight his way back to Earth, and prevent the Zorgonites from taking over the universe along the way.

No problem.

Naturally Duke will need weaponry and vehicles… he'll have to make do with whatever's lying around. He'll also need access cards to get through certain doors. He'll find these cards by searching in the right areas. Some cards are well hidden, so be sure to check out every corner of every area you can find!

The best way for Duke to bring down the Zorgonites is to take out their Emperor, and that won't be easy. Thousands of bloodthirsty Zorgonites have sworn to protect their Emperor at any cost. Oh, and the Emperor is on another planet. Well, minor setbacks like those never stopped Duke before, right? Anyway, once the Emperor is out of the picture, Duke can return to Earth and look forward to a life free of alien threat. Hopefully.

Snap on your shades and get pumped… it's time to kick some Zorgonite butt!

Getting Started

After viewing the title screens, you'll need to decide what language you'll want the game to use. Highlight the language you'll want with the **Control Pad,** and press **Start** to move on to the game's title screen and a demo of Duke in action. Press **Start** again to open the Main Menu.

From the Main Menu you can select **New Game, Load Game,** or **Options** with the **Control Pad.** Press the **A Button** to activate your selection.

New Game: Starts a new game. Before the game begins, you'll be asked to choose a difficulty level. The harder the difficulty, the more difficult it is to kill enemies. Select your difficulty level by pressing the **Left** or **Right Control Pad,** then press **Start.** The next screen asks for your initials. Use the Up and Down Control Pad to change letters, and the Right Control Pad to select them. Press Start when you're ready to play.

Load Game: At the end of each level, you'll be able to Continue, Save or Quit. If you choose Save, you'll be taken to the Save/Load screen, where you'll see a row of numbers. Choose a number to save your game to, then press **A.** To load a game, select **Load Game** from the Main Menu, then select a number that has a game saved to it. The details for each saved game appear on the screen when that game's number is selected. Press **A** to load the selected game.

Options: You can adjust the volume of the sound effects and music here. Select sound effects or music by pressing **Up and Down** on the **Control Pad.** Move each slider by pressing **Left** or **Right** on the **Control Pad.** Moving the slider left turns the volume down; moving the slider right turns the volume up. Press **Start** to return to the Main Menu.

Status Bar

1. Your Score
2. NUKEM indicator. Collected letters appear in white.
3. Duke's health bar. When the bar is completely black, Duke's dead.
4. Weapon and ammo indicator. Duke's active weapon is shown here; when ammo indicator is completely black, that weapon is empty.
5. Double Damage indicator. Lights up when Duke has Double Damage power up, and fades as effects wear off.
6. Armor indicator. Lights up when Duke has armor and fades as effects wear off.
7. Access Card indicator. Lights up when Duke has an access card for the next laser-gate or transporter.

Controls

Control Pad Left/Right:	Move Duke left and right
Control Pad Up:	Look up/Climb up ladder/Pull up from hanging position/Use access card
Control Pad Down:	Look Down/Crouch/Climb down ladder/Drop from hanging position
A Button:	Jump
B Button:	Fire weapon
Start:	Pause game
Select:	Select weapon

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Enemies

Mech

These robots roll around on tank-like tracks and fire lasers from their chests. They move around quickly on flat surfaces, but find it difficult to negotiate uneven terrain. **50 points**

Dart

Fast moving and airborne, these deadly weapons transform into a spike before ramming themselves into Duke. **80 points**

Malfunctioning Dart

If darts malfunction they won't attack, but will suddenly explode if Duke goes near them. **50 points**

Wall Laser

These weapons are similar to laser turrets, but are hidden behind panels and emerge from the wall when Duke walks near them. **80 points**

Ground Turret

Located beneath the surface, these defenses pop up from the ground and shoot powerful proton bursts at Duke. While still underground, they can be spotted by a slight rise in the earth. **100 points**

Guard

Zorgonite guard with no armor but equipped with a high-power, experimental weapon which fires an electron pulse. These guards take several seconds to recover from the kickback from this weapon. **50 points**

Elite Guard

Clad in energy absorbing armor, these guards carry a powerful proton rifle. However, this gun takes several seconds to re-charge, during which time the guard is vulnerable. **50 points**

Reaper Probe

One in a series of Zorgonite Probes, the reaper probe chases after and hovers above Duke, slashing at him with its ultra-sharp blades. **120 points**

Machine Gun Probe

This probe houses a powerful machine gun which fires at Duke. **100 points**

Lightning Probe

After positioning itself over Duke, the Lightning Probe fires bolts of lightning at him. **100 points**

Anti-Tank Probe

Attacks Duke when he is in the tank, firing a series of missiles at him. **120 points**

Missile Probe

Relentlessly fires short-range missiles at Duke. **100 points**

Malfunctioning Missile Probe

Unable to fire missiles, these malfunctioning probes will explode when they get close enough to Duke.

Zombie

A victim of the Zorgonites' early brain homogenizing technique, these psychotic creatures are without reason and will savagely attack Duke with an iron-grasp choke hold. **100 points**

Sentry

Heavily armored and highly mobile, Sentries chase after Duke and fire a high-powered laser at him. **120 points**

Slime

A fast moving sludge that attacks Duke by latching onto him. Another Zorgonite creation still in the experimental stages, slime is stored in glass containers. If the containers are broken (by a stray gunshot, for instance), the slime will ooze out and chase after Duke, who will then have to shake left and right to remove the slime. **50 points**

Zorgonite Scientist

Not particularly aggressive characters, scientists have no armor. However, they are often armed with high power, experimental weapons. **40 points**

Radium Technician

Protected by their gray radiation suits, these enemies toss harmful radioactive material at Duke without being affected themselves. **50 points**

Chucker

This character can be found hanging around the gantry, tossing heavy barrels of toxic waste over the side in an attempt to hit Duke. **500 points**

Steam Vent

Small outlets situated on the walls that vent toxic steam from the space ship's engines.

Gelf

Small, furry creature which may look harmless, but can jump up and deliver a powerful bite. **50 points**

Para-Guard
Similar to the Elite Guard, but equipped with a parachute for rapid deployment. **20 points**

Imperial Warrior
One of the toughest enemies Duke confronts, Imperial Warriors wear multi-plated armor and carry a high-yield atomic rifle. **400 points**

Imperial Grenadier
Trained alongside the Imperial Warriors, but armed instead with a powerful grenade launcher. **400 points**

Cryogenic Mutant
Another example of a Zorgonite experiment gone wrong. These mutants shoot a blue toxin at Duke. When destroyed, they explode violently. **100 points**

Mortar Technician
Heavily armored in their red suits, these enemies lob a steady stream of grenades at Duke. **50 points**

Slugger
A small, slippery and destructive character that hops after Duke and explodes once within a certain range. **50 points**

Trenchman
Members of the Zorgonite Light Infantry, Trenchmen are a small and mobile attack force.

Zorgonite Commando
A crack team of soldiers, Commandos have a diverse range of movements and fire powerful compression rifles. **100 points**

Targ

Another Zorgonite experiment, Targs hop along after Duke and shoot an electron pulse from their eyes. **40 points**

Morphite

These small and extremely fast creatures phase in and out of sight, appearing suddenly and attacking Duke. Morphites have no armor, but move so quickly that they are hard to hit. **200 points**

Para-Bomb

These are anti-tank weapons designed to float down and explode on contact.

Aerial Defense Squad

These three airborne vessels are designed to destroy other aircraft. They fire a series of missiles with a limited homing capacity. **80 points**

Vehicles

Tank

The Zorgonite tank Duke can use is composed of a tough, energy absorbing armor. No single weapon can penetrate this armor, but it can be worn down. After a large amount of damage the tank will explode, taking Duke along with it. While Duke is in the tank, his health bar reflects not his status, but that of the tank.

The tank is equipped with a high-power hydraulic jumping mechanism; simply use the jump button while driving the tank to catapult the vehicle high into the air.

Rocket Ship

This small but maneuverable craft is equipped with an endless supply of missiles. Press **Left, Right, Up or Down** on the **Control Pad** to move around the screen; the **B Button** fires your missiles.

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Weapons

All weapons (except the shotgun) have a limited supply of ammunition. Duke must collect the extra ammunition located throughout each level so that he doesn't run out.

Shotgun
This low power, medium fire weapon is Duke's standard gun.

Machine Gun
The machine gun does similar damage as the shotgun, but twice as fast.

Stun Gun
An extremely useful weapon, the stun gun will instantly freeze any enemy for about three seconds. In this time, Duke can either shoot them with another weapon, or try and escape altogether.

Grenade Launcher
Fires explosive shells which detonate a few seconds after being fired. The shells can be unpredictable, rolling and bouncing along the ground before they explode; at certain points in the game this can be a strategic advantage, with Duke rebounding shells to reach enemies in out of the way places.

Rocket Launcher
A highly destructive weapon that fires a powerful, long-range rocket. However, the rocket launcher is cumbersome, and slows down Duke's movements.

Flame Thrower
Gives out a powerful burst of flame that blazes a path through enemies.

Stationary Machine Gun

This large, rapid-fire gun is firmly mounted on the ground and has a limited range of movement. This gun holds a large supply of bullets, has a good range and is one of the most powerful in the game. To use it, just stand near the handle and press the **B Button**. Use the **Control Pad** to swivel the gun left or right.

Machine Gun Ammo

Reloads Duke's machine gun with 64 more bullets.

Stun Gun Ammo

Recharges Duke's stun gun with 32 shots.

Grenade Ammo

Gives Duke 10 grenades.

Rocket Launcher Ammo

Gives Duke 6 rockets.

Flame Thrower Ammo

Refuels the flame thrower with 32 shots.

Items

Usable Items:

Extra Life
Gives Duke an extra life.

Access Cards
Used to open doors, disable force fields, and access teleporters. **100 points**

Mini Health Pack
Restores several units of Duke's health.
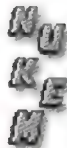
Mega Health Pack
Gives Duke a major health boost.

Vehicle Health Pack
Partially repairs whatever vehicle Duke is controlling.

Armor Vest
Reduces the damage of weapons fire by half. Duke loses the vest when he dies or exits a level, or when the vest's timer runs out. **100 points**

N-U-K-E-M
These five letters are scattered around the map. 100 points are awarded for each letter collected; if all letters are collected and the level is completed the player gains an extra life.

Invulnerability Orb
Makes Duke invincible for 20 seconds. However, it does not protect him from falling down ravines or gaps. **100 points**

Double Damage
Temporarily enables all of Duke's weapons to do twice as much damage. **100 points**

Non-Usable Items:

Crystal: 200 points

Data Orb: 100 points

Battery: 1000 points

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Credits

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GTIS Special Thanks
Tony Kee, Mike Ryder and Tom Heymann.
3D Realms Thanks Allen H. Blum III, Stephen Hornback, and Tod Replogle.

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Attn: Customer Service

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If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., you must call our technicians at **425-398-3074**. If they determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

Technical Support (Europe)

Help Via Telephone In Europe

Technical Assistance: English speaking customers call **01923 209145**

Assistance Technique: Remarque. Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le **00 44 1923 209148**

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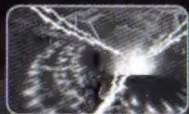
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